Northern Metropolitan Cricket Association Incorporated

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Junior Playing By-Laws

2025-2026

SECTION 4 - JUNIOR PLAYING BY-LAWS

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SECTION 4 - JUNIOR PLAYING BY-LAWS

These By-Laws are made under the Board's Regulation making power in the Rules and contain various directions and requirements of the Association which are, where the context so indicates, mandatory, but which are not of a general nature which justifies inclusion in the main body of the Rules. These By-Laws are subject to the Rules.

Definitions and interpretation of these By-Laws shall be in accordance with the Rules.

The Senior Board may only amend these By-Laws annually before the start of each season.

4.1 AGE LIMITATIONS

4.1.1 All players in the Under 10 and12 aged grades shall be under their respective ages as at the 1st September prior to the current playing season. Under 14 aged grades shall be under their respective ages as at the 1st of April prior to the current playing season.

4.1.2 The minimum age for Under 10, 12 & 14 Grades to be no greater than 4 years below the respective ages as at the 1st of September prior to the upcoming/current playing season.

4.1.3 Females may play 2 years below their eligibility age only after approval from the Junior Manager has been obtained.

4.2 AVERAGES/ASSOCIATION AWARDS

4.2.1 The General Manager shall review annually the qualification for the Association's batting and bowling averages. The number of fixture matches, byes, completely abandoned games and walkovers shall be taken into consideration.

Clubs shall be notified as to the qualification formula no later than 31 January each season.

Players on special permits to play in the Junior Grades, that is over age players, will be ineligible to quailify for Association awards.

When a batter is not dismissed during the home and away season, their aggregate runs is deemed their average.

4.2.2 An additional award will be presented to the Champion Player. This award is based on points allocated for runs, wickets, catches, run outs and stumpings.

4.2.3 The Association's Averages Awards and Champion Player Award shall be as determined by the current online reporting system by the completion of the final rounds match reports time frame. Awards will not be awarded to clubs (and their players) that have incomplete match reports for the season.

4.2.4 The Association averages end at the completion of home-and-away matches.

4.3 BALLS

4.3.1 All innings shall commence with a two-piece association approved ball (new or near new), supplied by the Association to clubs.

4.3.2 **Under 12 and Under 14 Competitions -** shall use a 142 gram leather ball.

4.4 BATTING RESTRICTIONS

4.4.1 Compulsory Retirement

Batters must retire at the appropriate score according to the table below

	GAME FORMAT	
AGE GROUP	**20 Overs**	**40 Overs**
Under 14	35 runs	50 runs

4.4.1.1 **Under 14**

Batters who compulsorily retire may return when all remaining players listed on the team sheet are dismissed or compulsorily retired (teams can choose not to bat all players where more than 11 are listed on the team sheet).

4.4.1.2 Where more than one batter has compulsorily retired, such batters will return in order of retirement.

4.4.2 **Voluntary Retirement - Under 14**

A batter who retires voluntarily before they have reached the appropriate retirement score may return to the crease when all other players listed on the team sheet have batted and if other players have retired, must return in order of retirement.

4.4.3 **Change of ends**

Overs are **not** bowled from alternating ends as occurs in traditional forms of the game. Instead games are played in blocks of 5 overs.
Batters will change ends after every over.

4.4.4 The wearing of **helmets** and **protectors is compulsory when batting**.

4.4.5 **Under 12 Competition**

4.4.5.1 Adopt the Junior Cricket 2/Stage 2 Match Day Rules

4.4.5.2 No batter shall face more than 20 balls if the team has other retired batters having faced less than 15 balls

4.4.5.3 No batter shall retire having faced less than 12 balls

4.4.5.4 No Batter shall face more than 20 balls in excess of the number of balls faced by a retired batter.

4.5 BOWLING RESTRICTIONS

4.5.1 **Under 12 Competitions**

No bowler shall bowl more than 4 overs, and no bowler can bowl more than 2 overs in a block of 6 overs.

4.5.2 **Under 14 Competitions – T20 Match (T20)**

Bowlers are permitted a maximum of 4 overs and are permitted to bowl these 4 overs in one spell.

4.5.3 **Under 14 Competitions – Two Day Match (40 Overs)**

4.5.3.1 Bowlers are permitted a maximum of 8 overs in any sequence, as long as a spell does not exceed 5 overs.

4.5.3.2 The rest period must be the same length as the bowling spell. For example, a bowler's spell of 4 overs includes 3 overs bowled alternately by another player. Therefore, the rest period is 7 overs. A bowler that returns to bowl before completing the required rest period will be continuing their initial spell. The overs remaining in a rest period at the end of a day's play do not need to be served at the beginning of the next day.

4.5.3.3 When an innings exceeds 40 overs, any player can bowl after the 40th over even if this means exceeding the 8 over maximum. The only restrictions are that no player can bowl two consecutive overs and the restrictions on bowling spells and rest periods must still be complied with.

4.6 CHANGE OF INNINGS

When a change of innings occurs, no overs are deducted from the maximum overs to be completed in a day's play. If the change of innings occurs at any stage of an incomplete over, the incomplete over is deemed to have been completed (e.g. if 10.2 overs have been bowled, it will be deemed to be 11 overs bowled).

4.7 CRICKET ATTIRE

4.7.1 White trousers, white (or association approved) shirts with sleeves and collar, predominantly white sweater and runners.

4.7.2 The Junior Sub-Committee strongly recommends that hats should be worn and Clubs supply sunscreen and drinks.

4.7.3 Players may wear coloured shirts with Association approval. All players in the team would need to wear the coloured shirt.

4.7.4 Players can have their names and /or number on the back of their shirt

4.8 DISPUTES/PROTESTS ARISING FROM A MATCH

4.8.1 If any dispute or possible abandonment of play arises during a match, the official umpire (if one appointed) or a Club official must contact the Junior Manager in the first instance, or the General Manager in their absence, before any decision is made on whether the match should be cancelled.

4.8.2 All Disputes/Protests should be entered into the score book, at the ground, signed by the Coaches/Team Managers at the conclusion of the days play and should also be lodged in writing to the General Manager via email within 24 hours after completion of the match.

4.8.3 The General Manager shall furnish the Secretary or Junior Coordinator of the club against whom the protest is lodged, with a copy.

4.8.4 In the event of a dispute/protest in the scores, the Umpire(s) or Club officials, shall impound the scorebooks and forward them to the General Manager on the evening of the days play.

4.8.5 Appeals to the Junior Sub-Committees decision must be received by the General Manager, within 48 hours of the decision.

4.8.6 The appeal must be in writing, contain new evidence and lodged with the appropriate fee, as per the Fines Schedule (refer to Administration Regulations 2.17.6).

4.8.7 This fee may be refunded if the decision is in favour of the appellant and if such appeal is not considered frivolous.

4.9 FIELDING RESTRICTIONS

4.9.1 **Wicket keepers - Under 14**
Wicket keepers must wear helmets when keeping up to the stumps.

4.9.2 **Fielders - Under 14.**
Any fielder closer than 10 metres to the wicket when the ball reaches the batter must wear a helmet and protector. (This does not apply to fielders in the slips).

4.10 GROUNDS/PITCHES

4.10.1 Matches shall be played on concrete pitches covered with synthetic/matting.

4.10.2 **Under 14**
The pitch shall be 20.12m from wicket to wicket.

4.10.3 **Under 12 Competitions**

4.10.3.1 The home team shall mark a semi-circle (forward of the wicket) of 10m radius from the stumps at each end of the pitch.

4.10.3.2 Any Club not marking the semi-circle shall incur a fine as per the Fines Schedule.

4.10.4 **Under 14**

4.10.4.1 The boundary shall be marked by markers 30cm high, placed 15m apart, and shall be a minimum of 50m measured from the centre of the pitch.

4.10.4.2 If the ground is fenced, markers shall be placed 2.7 m inside the fence, and other obstacles such as light towers, goal posts etc.

4.10.5 Grounds and pitches, including the marking of the popping crease with white paint, must be properly prepared for each day's play by the home team.

4.10.6 The home team shall provide stumps and bails.
4.10.6.1 **Under 14** Wooden stumps and bails are to be used.

4.10.7 The home team shall provide **sufficient clean** sawdust and a broom for the use of bowlers or batters.

4.10.8 The home team shall supply chalk for use of batters.

4.11 JUNIOR FINAL SERIES

Please refer to the Junior Playing By-Laws and Junior Administrative Regulations for general playing rules, which apply the same for finals as per home and away games.

The rules stated here are either specific to the final series or reinforcement of key rules.

4.11.1 All Finals

4.11.1.1 Qualification

4.11.1.1.1 To be eligible to play in the finals a player must have played at least 3 home and away games for that Club during the current season.

4.11.1.1.2 Under 12 and Under 14 players may play in a higher age group finals where required for a Club to field a full team (11 players), provided they have played 3 games with the Club.

4.11.1.1.3 When a Club has two or more teams in the same age group, a player is qualified to play in the team they have played the most games for. If it is an even split of games and the player has played for teams in different grades, they are qualified for the higher grade. If the player has played for teams participating in the same grade, the player is qualified to play in the team they qualified for first.

4.11.1.1.4 All players must be registered on the Associations approved database system and the Club must keep a record of registration and proof of identity (birth certificate, extract of birth, statutory declaration, letter issued by the school principal).

4.11.1.1.5 Clubs can apply to the Junior Manager for special consideration permits if they have less than 11 players (or 9 players in U12) available for the finals.

4.11.1.2 All clubs hosting finals must have toilet facilities open. Please ensure facilities are clean.

4.11.1.3 The full team must be listed on the Association's nominated results Web Site prior to the commencement of the match.

4.11.2 Semi Finals

4.11.2.1 The 4 teams with the most home and away points will play in semi-finals

4.11.2.2 If points are equal, the team with the higher percentage is higher on the ladder.

4.11.2.3 1st plays 4th and 2nd plays 3rd.

4.11.2.4 The teams that win the semi-finals will play in the grand final.

4.11.2.5 If a semi-final is drawn or tied the higher placed team will be deemed 'winner' and progress to the grand final.

4.11.2.6 The semi-finals are played under normal playing conditions.

4.11.2.7 The higher placed team hosts the semi-final at their home ground. If more than one team from a club earns this right and an alternative ground is required, the team will have input into selection of host ground.

4.11.2.8 All finals shall be played on the highest ranked teams home ground. However, the Junior Match Committee have the power to change any venue that it thinks is unsuitable to host any final. Due notice will be issued regarding any changes.

4.11.2.9 The host team is to supply stumps, cones and ensure the ground markings and fielding restriction lines (U12s) are done. The ground should be prepared and ready 30 minutes prior to the scheduled start time.

4.11.2.10 The host club is to provide a light meal to share between the two teams at the tea break.

4.11.2.11 Time Lost for Semi Finals

If any play is lost on either day, the match can be extended up to 15 minutes on each day.

Under 12 & Under 14 - When more than 4 overs is lost on the first day the team batting when play ceases is entitled to complete their part of the innings, i.e. 20 overs (15 overs for U12), even if it means continuing their innings on the second day. The split innings format will continue to be followed as far as allowed by the time remaining plus the extra 15 minutes.

There must be a minimum number overs bowled in the time remaining, calculated at 3.5 minutes per over (e.g. if only 120 minutes are remaining on the second day, then a minimum 34 overs are to be bowled. This will prevent the fielding team time wasting if they are in a higher placed position on the ladder). Note: if there are no interruptions/delays on the second day, the available overs will be 40 overs (30 overs) + 4 overs (for the extra 15 mins) less the number of overs the team batted at the start of the second day.

When a batting team does not receive its full entitlement of 40 overs (30 overs), a result is only achieved;
If the team batting last has passed the other team's score, or
If the team batting last has a lower score and is all out.

Otherwise the match shall be a draw and the higher placed team will progress to the grand final.

NOTE: It is the preference of the Association for semi final matches to achieve a result rather than end in a draw. The NMCA Junior Manager has discretion to adjust playing times and / or overs to increase the chances of a result when weather conditions impact all matches.

4.11.3 Grand Finals

4.11.3.1 The grand final will be played between the winners of the semi-finals.

4.11.3.2 If the grand final is drawn or a tie the higher placed team will be awarded the premiership.

4.11.3.3 The grand final shall be scheduled at a time decided by the Association and this will be communicated to the Clubs each year before the start of the season. The Grand Final will follow normal playing conditions. Refer to Junior Playing By-laws Clause 4.16 for these but note that if time is lost and the match cannot be completed, then a reserve day is available.

4.11.3.4 There is provision for a reserve day if any time is lost due to rain or heat etc.

4.11.3.5 The higher placed team hosts the grand final at their home ground. If more than one team from a club earns this right and an alternative ground is required, the club will have input into selection of the host ground.

4.11.3.6 All finals shall be played on the highest ranked teams home ground. However, the Junior Match Committee have the power to change any venue that it thinks is unsuitable to host any final. Due notice will be issued regarding any changes.

4.11.3.7 The higher placed (or designated home team) is to supply stumps, cones and ensure the ground markings and fielding restriction lines (U12s) are done. The ground should be prepared and ready 30 minutes prior to the scheduled start time.

4.11.3.8 The host club is to provide a light meal to share between the two teams at the tea break.

4.11.4 Umpires

4.11.4.1 Umpires will be appointed for all semi-finals and grand finals. If there are not enough official umpires available the committee will seek volunteers to ensure finals are conducted with a neutral person in control. All umpire appointments (including volunteers) will be issued with the rules for the finals series and asked to complete an incident report on the conduct of the game if applicable. Any problems will be referred to the General Manager immediately.

4.11.4.2 For semi-finals one umpire will be appointed to U12 and U14 matches.

4.11.4.3 For grand finals one umpire will be appointed to U12 matches and two umpires appointed to U14.

4.11.4.4 A mix of senior and junior umpires will be used for finals.

4.11.4.5 Where there is one official umpire officiating in finals (including volunteers), the Club bowling shall provide an umpire at square leg for U12 and U14 matches. This allows the coach to organise field placements and bowling changes.

4.11.4.6 The umpire fees for the finals will be advised to the Clubs closer to the finals.

4.11.5 Weather Conditions

Please refer to Junior Playing By-Laws clause 4.25 for Adverse and Extreme weather condition rules.

4.12 LEG BEFORE WICKET (LBW)

4.12.1 Under 12 Competitions

There is no LBW to be given unless the batter is continually hit in front of their stumps, and then is given two warnings by the Umpire/Manager.

4.12.2 Under 14

If the batter is hit on the pads below the level of stump height, in front of the stumps, the contact leg is located behind the Popping crease, and it is deemed the ball would clearly hit the stumps, the batter will be issued with a first and final warning that if this type of contact occurs again, the batter will most likely be dismissed out LBW.

4.13 MATCH POINTS

4.13.1 Tied matches occur when the 4th inning is bowled out with the total scores being level.

Outright win if team leads on first innings	10 points
Outright win where first innings tie	8 points
Outright win if the winning team behind on first innings	6 points
Outright tie (if tied on first and second innings)	5 points each.
Outright tie (If team leads on first innings)	7 points
Outright tie (If team is behind on first innings)	3 points
Outright loss (after tie on first innings)	2 points
First innings win two-day game	6 points.
First innings win one-day game	6 points.
First innings lead (these points to be retained if beaten outright)	4 points.
Tie on first innings	3 points each.
Tie on first innings two-day game	3 points each.
Tie on first innings one-day game	3 points each.
Bye	6 points

4.13.2 In the event of a walkover, points scored shall be the maximum for that round in that grade.

4.13.3 In the event of no play taking place in a match due to bad/hot weather or unfit grounds not attributed to either team, the result of such match shall be a draw, and each team shall receive 3 points.

4.13.4 In the event of a match won on dispute or protest, the successful team shall be credited with points as determined by the Junior Sub-Committee.

4.13.5 Premierships shall be awarded to one club per grade per season.

4.13.6 Under 12 Competitions – No outright points shall be awarded (i.e. only first innings points). Second innings scores will count towards team percentages and individual batting and bowling averages.

4.14 MATCH RESULTS

4.14.1 **Match Scores –** Home teams must input the results of each days' progress scores on the Association's nominated results Web Site. For Matches played on Friday or Saturday, no later than 7:00 pm on the Saturday. For any matches played on Sunday, no later than 7:00 pm. on the day of the match. For Matches played on other weekday nights, no later than 7:00 pm. on the day following the game.

4.14.2 **Match Reports (Player Statistics) -** Both home and away teams are responsible for input on to the Associations nominated results Web Site. The full team must be listed by 9:00 pm on the day prior to the game. All player statistics of the game to be entered no later than 9:00 p.m. on the Monday following the completion of the match. For Matches completed on other weekday nights, no later than 9:00 pm. on the day following the game. Once the game has been locked by the Operations Manager, it will not be reopened.

4.14.3 Clubs repeatedly not submitting these reports shall be dealt with by the General Manager.

4.15 QUALIFICATION FOR JUNIOR GRADES

When one club has two teams in the same age group, players shall be allowed to change teams throughout the season. Players shall be qualified to play finals for the team in which they have played the most number of games (see 4.11.1.1.3). After the holiday break, for players to move from one team to another team in the same age group, they must seek approval from the Junior Manager. Permission must be requested in writing/email.

4.16 SCHEDULED MATCH TIMES AND CONDITIONS

Please Note: Despite the scheduled times in this section, the safety of players will remain the most important consideration. The suitability of the conditions (mainly light) carries more weight than completing the scheduled overs.

4.16.1 **Two Day Matches**

40 overs per day.

4.16.1.1 **Friday Night**

Normal hours of play shall be from 5.15pm to 7.45pm except under certain circumstances (refer to Junior Playing By-Laws Clause 4.16.2). Scheduled finish time for Under 12 is 7.10pm.

- Flexible start time – 5.15pm start time but if both teams are ready can start at 5pm.

4.16.1.2 **Sunday Morning**

Normal hours of play shall be from 9.00am to 11.30am on Sunday, except under certain circumstances (refer to Junior Playing By-Laws Clause 4.16.2). Scheduled finish time for Under 12 is 10.55am.

4.16.1.3 In home and away matches, if play does not start in the first hour (by 6.15pm) on day one of a two day match, the match becomes a T20 match (20 overs) on day two. If day two of a two day match is affected by weather, play cannot be abandoned on this day unless both teams agree. If no result has been achieved prior to the abandonment, a draw will be declared.

4.16.1.4 On each day, a 10 minute break shall be taken after 20 overs have been bowled in a 40 over match. The break will be taken after 15 overs in Under 12 matches.

4.16.2 **Time Lost for Two Day Matches**

If any play is lost on either day, the match can be extended up to 15 minutes on each day.

Under 12 & Under 14 - When more than 4 overs is lost on the first day the team batting when play ceases is entitled to complete their part of the innings, i.e. 20 overs (15 overs for U12), even if it means continuing their innings on the second day. The split innings format will continue to be followed as far as allowed by the time remaining plus the extra 15 minutes.

There must be a minimum overs bowled in the time remaining, calculated at 3.5 minutes per over (e.g. if only 120 minutes are remaining on the second day, then a minimum 34 overs are to be bowled).

When a batting team does not receive its full entitlement of 40 overs (30 overs), a result is only achieved;

- If the team batting last has passed the other team's score or
- If the team batting last has a lower score and is all out.
- If the team batting last has a lower score but cannot face the same number of overs and is not all out, the match will be deemed as a draw.
- In a reduced overs game, the team batting second receives the same number of overs, has to make the runs that the first batting team made to win the game. If not the team batting first wins.

Otherwise the match shall be a draw.

4.16.2.1 Normal conditions apply if 40 overs (30 overs) are completed on the first day.

4.16.3 A team which is behind by 80 runs or more on the first innings may be asked to follow on.

4.16.4 Once a match starts, the minimum overs required to be bowled on the first day to constitute a 2 day match is 10 overs. Anything less than this will make it a 'No Game' and Junior playing By-Laws Clause 4.16.1.3 applies.

4.16.5 **Friday/Wednesday Night T20 Matches**

4.16.5.1 The team batting first shall commence its innings at 5.15pm and unless it is dismissed shall have its innings closed after 20 overs.

- Flexible start time – 5.15pm start time but if both teams are ready can start at 5pm.

4.16.5.2 The team batting second shall commence its innings after a 10 minute break and shall face the same number of overs as bowled in the first session. Scheduled finishing time is 7.45pm.

Sunday Morning T20 Matches

4.16.5.4 The team batting first shall commence its innings at 9.00AM and unless it is dismissed shall have its innings closed after 20 overs**.**

4.16.5.5 The team batting second shall commence its innings after a 10 minute break and shall face the same number of overs as bowled in the first session. Scheduled finishing time is 11.00am.

4.16.6 **Time Lost for One Day/T20 Matches**

If any play is lost in a T20 /one day match it can be extended by 15 minutes to make up lost time.

If any more than 15 minutes is lost the match can continue at reduced overs down to 15 overs per team. Reduced overs is calculated at 3.5 minutes per over (e.g. if up to 7 minutes is lost (after the 15 minutes), the match is reduced from 20 to 19 overs per team).

For T20 /one day matches, if play is not commenced by 6.15pm or (9.30am Sunday match) the game will be cancelled and declared a draw.

4.16.7 The minimum overs to constitute a one day match or T20 match is 15 overs per team.

4.16.8 If a match is reduced to the minimum overs to constitute a game (e.g. 15 overs), bowlers are permitted a maximum of 3 overs.

4.16.9 All Matches

4.16.9.1 In the event of a whole round being lost due to weather, the Junior Sub-Committee can reschedule the round to the nominated make up day. If required, the make up day will be fixture as a T20 over match. This will be played on a mid-week after the break. Clubs will be given plenty of notice of this date.

4.16.9.2 If a result is achieved early, the match is to continue until the completion of overs/time unless either of the following occurs;

4.16.9.2.1 Both coaches agree to terminate the match early or

4.16.9.2.2 The team batting last reaches a lead of 100 runs at which time the match stops unless the batting team declares its innings closed or the batting team continues its innings with the consent of both coaches.

(**Please Note:** one of the objectives of the junior competition is for maximum player participation, but also be aware that large losses could have a detrimental impact on inexperienced players).

4.17 SCOREBOOKS

4.17.1 Each club shall use Association approved scorebooks.

4.17.2 Each club's scorebooks shall be signed by the Manager/Coach (if no umpire/ captain) at the conclusion of each day's play.

4.17.3 The scorebook is to be completed to the end of play.

4.18 SUBSTITUTES/TEAM NUMBERS/TEAM SHEETS

4.18.1 A registered player may play in his opponents' team in home and away matches when both Managers agree. Such a player **ON LOAN** will have the match counted as having played for their own team for eligibility for finals. The player will need to be 'transferred' to the opposing club as soon as possible on the Association's nominated results Web Site to enable selection and player statistic entry.

4.18.1.1 Under 14
There are no restrictions on the number of players that can be listed on a team sheet. Please note that the Batting and Bowling Restrictions do not change when there are more than 11 players listed.

4.18.1.2 Under 14
Only 11 players can be on the field at any one time. Members of the fielding team may interchange at the end of an over, fall of a wicket or after a break in play. Fielding changes should only occur at a minimum every 5 overs to reduce disruptions in play.

4.18.1.3 Under 14
Any of the players listed can bat and/or bowl.

4.18.1.4 Under 12 Competition
A team must consist of a minimum 6 registered players.

4.18.2 The full team must be listed on the Association's nominated results Web Site prior to the commencement of the match. (Teams are recommended to list all players who may take part in the match. Any player/s who do not subsequently participate in the match must be removed from the team list).

4.18.3 A player that is absent or leaves the field does not serve Penalty Time.

4.19 SUSPENSIONS / REPORTS

4.19.1 Please refer to Senior Playing By-Law 3.21 for citing's and offences.

4.19.2 If there is no NMCA umpire officiating then it is the responsibility of the club, coach or team manager to report incidences.

4.20 TEAM ENTRIES

Team entries close with the Junior Sub-Committee on a nominated date, allowing at least three weeks prior to the Junior Pre-season Meeting which is held in the week prior to the first round.

4.21 TEAM GRADING

The system used to grade teams into divisions is;

4.21.1 For Under 12 Competition,

4.21.1.1 If a club enters 2 teams, one team will be entered in Wayne Hicks Shield (First Division) or Jon Hyde Shield (Second Division) depending on team location. If a club has 3 team's they can nominate a third team in any of the grades.

4.21.1.2 If a club enters 1 team, this grading will be based on club grade nominations and/or results over the past two seasons.

4.21.2 For Under 14 Competition,

4.21.2.1 If a club enters 2 teams, one team will be entered in Bill Wyatt Shield (Division One) and the other in Norm Coulson Shield (Division Two).

4.21.2.2 If a club enters 1 team, this grading will be based on club grade nominations and /or results over the past two seasons (i.e. If a team has mostly younger age players coming out of U12's then may be better suited to playing Division Two).

4.21.3 General

4.21.3.1 When clubs register team entries they can also nominate teams for a higher or lower grade but must also provide reasons.

4.21.3.2 The Junior Sub-Committee will make the final decision on grading of teams.

4.21.3.3 The Junior Sub-Committee shall monitor player registrations, check date of births and match results early in the season to ensure that teams are playing in the appropriate grade.

4.21.3.4 The Junior Sub-Committee has the right to move teams after Round 2 to a more appropriate grade but only after consultation with the club involved.

4.22 UMPIRES

4.22.1 Where there is one official umpire officiating;

4.22.1.1 Under 14's – the Club bowling shall provide an umpire at square leg. This allows the coach to organise field placements and bowling changes.

4.22.2 Where official umpire(s) not supplied by the Association, each Club shall supply an umpire for each match played suitably attired.

4.22.3 Non-official umpires must be 16 years or over and must not be participating in the match as a player.

4.22.4 Non official umpires are not to wear sandals, thongs or singlets.

4.22.5 Where umpires reports are lodged the matters shall be dealt with as provided in the Administration Regulations.

4.22.6 The umpire fees for home and away matches are;

4.22.6.1 Will be advised to Clubs prior to the commencement of the season.

4.22.6.2 If play is called off the umpire's fee is;
No fee – play abandoned by the NMCA
Half fee – play abandoned by umpires and coaches at the ground
Full fee – any play takes place

4.23 UNDER 10 RULES

The Under 10 Competition is a development program that starts to introduce players to club based cricket. It is the next stage in the pathway following IN2Cricket and Blast formats and prepares players for hard ball cricket in the U12s. It is a mixed competition, open to both girls and boys.

Matches are not played for points – winning is the least important thing in this age group – having fun and playing "real" cricket in a non-competitive environment is what is important.

The aim on match day is to promote player participation, skill development and give every player an equal opportunity to bat, bowl and field.

4.23.1 Eligibility of Players

Players should be under the age of 10 at 1st September in the current year.

4.23.1.1 If a player's date of birth is over the cut off and you consider the player lacking the skill to play U12s but would be better suited developing their skills in U10 please contact the Junior Manager for special consideration.

4.23.1.2 Females may play 2 years below their eligibility age e.g. If a girl is under the age of 12 at 1st September, she may play in the Under 10 competition.

4.23.2 Competition

4.23.2.1 The Competition shall be played as per the fixture distributed by the Junior Sub-Committee.

4.23.2.2 The Association will endeavour to re-draw the post summer holiday's fixture to match teams of similar ability.

4.23.3 Points

To provide a spirit of enjoyable participation, no points and no Association Shield will be awarded in the Under 10 Competition.

4.23.4 Awards

There are no Individual Average Awards for this grade.

4.23.5 Scheduled Match Times and Conditions

4.23.5.1 Playing time is from approximately 5.00pm to 7.30pm for Monday matches

4.23.5.2 Playing time is from approximately 9.00am to 11.30pm for Sunday matches

4.23.5.3 A 10 minute break between innings shall be taken at around 6.15pm / 10.15am.

4.23.6 Cricket Attire

4.23.6.1 Sports attire is recommended.

4.23.6.2 Hats must be worn and clubs should supply sunscreen and drinks.

4.23.7 Umpire/s

Each club shall supply an umpire for each match played, suitably attired for each day's play.

4.23.8 Equipment

4.23.8.1 Ball as issued by the Association.

4.23.8.2 Pads/Gloves/Helmets/Protectors - The wearing of these is compulsory.

4.23.9 Grounds

4.23.9.1 The home team shall mark a circle of 15 m radius from the batter's end stumps.

4.23.9.2 The home team shall provide wickets (metal stumps are recommended).

4.23.10 Player Numbers

Teams are encouraged to loan players to the opposition team with less than 7 players

4.23.11 Fielding Restrictions

4.23.11.1 In order to minimise time lost with regular field changes, it is strongly recommended that team managers use a set field pattern, rotating each player through the sequence at the end of each over, with the next bowler coming in from mid-on or mid-off.

The set field pattern should consist of standard fielding positions. For example, off side fielders are gully, point and mid-off. Leg side fielders are fine leg, square leg and mid on.

4.23.11.2 A good initiative is to place small cones where standard fielding positions are on the field to help guide players where to stand and to teach them the fielding positions. You could also write the name of positions on the cones. This is a suggestion only.

4.23.12 Adverse Weather Conditions

4.23.12.1 The NMCA will notify clubs if play should be abandoned due to heat. Expected temperatures greater than 36 degrees Celsius may invoke this call. If no call is made by the NMCA, the coaches of the two competing teams can agree to abandon or delay play.

4.23.12.2 Teams should monitor weather websites/apps and abandon or cease play when the temperature is greater than 36 degrees Celsius.

4.23.12.3 In the event of active thunderstorm activity in the immediate vicinity of the playing area, all play is to cease immediately, and all players, umpires and officials are to find safe shelter without delay.

4.23.12.4 The weather telephone number is 1900 926 121. The website is www.bom.gov.au/vic/observations/melbourne. (Select the 'Viewbank' option).

4.24 UNDER 10 & UNDER 12 - MATCH DAY RULES

4.24.1 The Under 10 competition follows the Junior Cricket Stage 1 match day rules of the Junior Cricket Pathway. These rules are found in the appendix to these By-Laws.

4.24.2 The Under 12 competition follows the Junior Cricket Stage 2 match day rules of the Junior Cricket Pathway. These rules are found in the appendix to these By-Laws.

4.24.3 The match day rules of the Junior Cricket Pathway take precedence where there is any conflict with the NMCA Junior Playing By-Laws except for, 4.10.3.1 (fielding semi-circle), 4.12.1 (LBW), 4.16.2 (time lost) and 4.26.5 (no ball).

4.25 WEATHER CONDITIONS

4.25.1 Adverse Weather

4.25.1.1 In the event of active thunderstorm activity in the immediate vicinity of the playing area, all play is to ***cease immediately,*** and all players, umpires and officials are to find safe shelter without delay.

4.25.1.2 A decision on recommencement of the game shall be made jointly by both Coaches/Team Managers and Umpires if applicable – if no consensus, no continuation – if the game continues, refer to Junior Playing By-Laws Clauses 4.16.2 or 4.16.6 regarding lost time.

4.25.2 Extreme Weather

4.25.2.1 Under 12 – 14 Competitions

4.25.2.1.1 The Junior Competition has adopted the Hot Weather Guidelines produced by the Sports Medicine Australia (SMA). "**36 degrees Celsius** and above is considered extreme and recommends cancellation or postponement to a cooler part of the day." As most of our competition is played out of the most dangerous part of the day (i.e. between 11am – 3pm) this temperature would seem an appropriate cut off point. Also, cricket is classed as a lower intensity sport and so lower risk of heat stress (SMA Policy).

4.25.2.1.2 For night competitions, if the temperature is **above 36.5 degrees Celsius** at 4.00pm then all matches are cancelled.

4.25.2.1.3 For night competitions, if the temperature is ≥**36 degrees and** ≤**36.5 degrees** at 4.00pm with a possibility of play getting underway by 5.30pm refer to the TABLE below for times to revisit temperature and commence play.

Time	Temperature	Decision
4.00pm	a) > 36.5 C	Matches Cancelled
	b) > 36C and < 36.5C	Wait and See
4.50pm	a) < 36C	Commence Play at 5.00pm
	b) ≥ 36C	Check temp in 10 min
5.00pm	a) < 36C	Commence Play at 5.10pm
	b) ≥ 36C	Check temp in 10 min
5.10pm	a) < 36C	Commence Play at 5.20pm
	b) ≥ 36C	Check temp in 10 min
5.20pm	a) < 36C	Commence Play at 5.30pm
	b) ≥ 36C	Matches Cancelled

4.25.2.1.4 For morning competitions, if the temperature is ≥ **36 degrees** at 8.20am then all matches are cancelled.

4.25.2.1.5 If the temperature is ≥**30 degrees Celsius** then hourly drink breaks must be taken.

Please Note:
This would mean in a normal scheduled night game an extra break would take place at 6.00pm (5 -10 minutes break). The tea break can be adjusted to 6.30/6.35pm and play can be extended up to 8.15pm to make up for lost time. Another drinks break after tea is at the discretion of either Coaches or Umpires depending on the conditions at the time. For the morning competitions, the same applies but the second drinks break after tea becomes more crucial as the temperature rises.

4.25.2.1.6 The weather telephone number is 1900 926 121. The website is www.bom.gov.au/vic/observations/melbourne. (Select the Viewbank temperature).

4.25.2.1.7 When the temperature reaches 36 degrees Celsius, during a junior match, play is cancelled in accordance with the SMA Policy.

4.25.2.1.8 Teams participating in matches abandoned due to the temperature shall receive 3 points each.

4.26 WIDES AND NO BALLS

4.26.1 A ball that lands to the side of the pitch shall be called a "No Ball".

4.26.2 A ball that veers off the pitch and the batter does not have reasonable opportunity to score shall be called a "Wide".

4.26.3 A full toss above the waist of a batter (in his normal batting stance) shall be called a "No Ball" by either umpire.

4.26.4 A ball that bounces over the batter's shoulders (in his normal batting stance) shall be called a "No Ball" by either umpire.

4.26.5 A ball that bounces more than once before it reaches the popping crease is a "No Ball" except the ball can bounce twice in the U12 & U10 competitions.

Please Note: Deliveries pitching off the pitch are No Balls (not wides), which is important because:

From a **no ball**[2], batters can be out Hit the Ball Twice, Run Out, or Obstructing the Field.

From a **wide**, batters can be out Hit Wicket, Stumped, Run Out, or Obstructing the Field.

4.27 ZERO TOLERANCE – OFFENSIVE LANGUAGE

Umpires have been instructed to give a Zero Tolerance approach to offensive language during the course of a match. In matches where official Umpires have not been appointed, team officials that act as Umpires are empowered to enforce this by-law.

4.27.1 This by-law shall apply to all Junior Competitions.

4.27.2 Players from either team, whether their team is batting or their team is fielding, team coaches and any other team official detected by the Umpire using offensive language under any circumstances shall have the following penalties apply:-

4.27.2.1 **Batting Team at Fault: -** The umpire shall stop play and signal to the scorers that a 5 run penalty will be awarded to the bowling team. The Umpires signal will be by placing his hand on his opposite shoulder and holding it still. The scorers are to acknowledge the Umpires signal and place 5 runs in the penalty box on the batting score page of the current bowling team, whether they have batted or are yet to bat. The umpire should note the time and over of such offence to ensure that the scorers have entered the penalties. These penalties runs will be added to that teams score and entered onto the Associations website as penalty runs in the extras section.

4.27.2.2 **Bowling Team at Fault: -** The umpire shall stop play and signal to the scorers that a 5 run penalty will be awarded to the batting team. The Umpires signal will be by placing his hand on his opposite shoulder and then use a patting motion. The scorers are to acknowledge the Umpires signal and place 5 runs in the penalty box on the batting score page of the current batting team. The umpire should note the time and over of such offence to ensure that the scorers have entered the penalties. These penalties runs will be added to that teams score and entered onto the Associations website as penalty runs in the extras section.

APPENDIX A: GROUND LOCATIONS

NMCA - Ground Locations

LGA	Venue	Address	Club
Booroondara	Macleay Park #2	Barmoral Road	Balwyn North Bulls Women's
Banyule	Warringal Park	Beverley Road, Heidelberg	Heidelberg Women's
Banyule	Heidelberg Park	Beverley Road, Heidelberg	Heidelberg Women's
Banyule	Beverley Road Oval	Beverley Road, Banyule	Banyule Women's
Banyule	Cartledge Reserve	Valentine Road, Ivanhoe West	West Ivanhoe Juniors
Banyule	Ford Park North	Davidson Street, Bellfield	Bellfield
Banyule	Greensborough War Memorial	Henry Street, Greensborough	Greensborough Women's
Banyule	Montmorency Park South	Para Road, Montmorency	Lower Plenty Women's
Banyule	Olympic Park North	Catalina Street, West Heidelberg	Bellfield
Banyule	Olympic Park South	Catalina Street, West Heidelberg	**UNAVAILABLE**
Banyule	Seddon Reserve	Sparkford Street, West Ivanhoe	West Ivanhoe Juniors
Banyule	Shelley Park	Shelley Street, West Heidelberg	Olympic Colts / Olympic Fillies Women's
Banyule	Whatmough Park	Kalparrin Avenue, Greensborough	Riverside Women's
Darebin	C.H. Sullivan Park East	Blake Street, Reservoir	Fiji Victorian
Darebin	C.H. Sullivan Park West	Blake Street, Reservoir	Fiji Victorian
Darebin	C.T. Barling Park East	Plenty Road, Reservoir	Reservoir Cobras / Reservoir Cobras Women's
Darebin	C.T. Barling Park North	Plenty Road, Reservoir	West Preston
Darebin	H.L.T. Oulton Park North	Bell Street & Albert Street, Preston	Preston Baseballers / Preston Baseballers Women's
Darebin	H.L.T. Oulton Park South	Bell Street & Albert Street, Preston	Preston Baseballers
Darebin	H.P. Zwar Park	Jessie Street, Preston	West Preston
Darebin	Hayes Park East	Flinders Street, Thornbury	Holy Trinity Women's
Darebin	I.W. Dole Reserve	Dole St. & Cheddar Rd, Reservoir	Ivanhoe Mavericks
Darebin	J.C. Donath Reserve #2	Harmer Street, Keon Park	West Preston
Darebin	J.C. Donath Reserve #4	Harmer Street, Keon Park	
Darebin	J.C. Donath Reserve #6	Harmer Street, Keon Park	Donath
Darebin	J.C. Donath Reserve #7	Harmer Street, Keon Park	Camrea
Darebin	J.E. Moore Park North	Gilbert Road, Reservoir	Preston YCW District
Darebin	J.E. Moore Park South	Henty Street, Reservoir	Cameron / Cameron Women's
Darebin	John Hall Reserve	Dunne Street, Kingsbury	Camrea / Camrea Women's
Darebin	T.W. Blake Park #1	Murray Rd & Gower St, Preston	**UNAVAILABLE**
Darebin	T.W. Blake Park #3	Murray Rd & Gower St, Preston	
Darebin	W. Ruthven VC Reserve	Albert Street, Preston	Northern Socials / Northern Socials Women's
Melbourne	Poplar Oval	Old Poplar Road, Parkville	Royal Park Reds
Merri-Bek	Charles Mutton Reserve	Creedon Street, Fawkner	East Coburg - Haig Fawkner Women's
Merri-Bek	Fleming Park	Albert Street, East Brunswick	East Coburg - Haig Fawkner Women's
Merri-Bek	Oak Park Reserve	Pascoe Vale Road, Oak Park	Pascoe Vale Central Women's
Murrindindi	Kinglake Memorial Oval	Extons Road, Kinglake Central, Kinglake	Kinglake
Nillimbuk	Coventry Oval	Elizabeth Street, Diamond Creek	Diamond Creek Women's
Nillimbuk	Eltham Central Park	Panther Place, Eltham	Eltham Women's
Nillimbuk	North Eltham Reserve	Wattletree Road, Eltham North	North Eltham Wanderers Womens
Nillimbuk	Research Park	Englewood Place, Research	Research Eltham College Women's
Nillimbuk	Strathewen Reserve	Chadds Creek Road, Strathewen	Strathewen
Whittlesea	Ben Frilay Oval	Greysharps Road, Hurstbridge	Hurstbridge Women's
Whittlesea	Epping Recreation Reserve	Park Street, Epping	Epping Women's
Whittlesea	Kelynack Reserve	Azalea Drive, Mill Park	Rivergum Women's
Whittlesea	Laurimar Reserve East	Lakeside Drive, Laurimar	Laurimar Women's
Whittlesea	Mill Park Lakes Reserve	The Lakes Boulevard, South Morang	South Morang Women's
Yarra	Fairfield Park	Yarra Bend Road, Fairfield	Fairfield / Fairfield Women's

APPENDIX B: SPLIT INNINGS GAME FORMAT – U12 & U14

Format

On Day 1. . . (First Part of Innings)

- Team A bats the first 20 overs (15 overs) of its innings
- Tea break is taken
- Team B bats the first 20 overs (15 overs) of its innings

On Day 2. . . (Second Part of Innings)

- Team B bats the remaining 20 overs (15 overs) of its innings
- Tea break is taken
- Team A bats the remaining 20 overs (15 overs) of its innings

U14. . . .IF. . . .On Day 1

- Team A is dismissed before 20 overs THEN Team B can bat for the remaining overs on Day 1 and can continue batting for 40 overs on Day 2 or until they are dismissed, whichever occurs first. (See also 4.16.9.3)
- Team B is dismissed before 20 overs THEN Team A can bat for the remaining overs on Day 1 and can continue batting for 40 overs on Day 2 or until they are dismissed, whichever occurs first. (See also 4.16.9.3)
- Team A is dismissed before 20 overs AND Team B is dismissed before the end of play THEN Team A can commence its 2nd innings.

U12. . . .IF. . . .On Day 1

- Team A is dismissed before 20 overs (15 overs) THEN Team B can bat for the remaining overs on Day 1 and can continue batting at the start of Day 2 until they have received 40 overs (30 overs) or are dismissed, whichever occurs first. (See also 4.16.9.3)
- Team B is dismissed before 20 overs (15 overs) THEN Team A can bat for the remaining overs on Day 1 and can continue batting at the start of Day 2 until they have received 40 overs (30 overs) or are dismissed, whichever occurs first. (See also 4.16.9.3)
- Team A is dismissed before 20 overs (15 overs) AND Team B is dismissed before the end of play THEN Team A can commence its 2nd innings.

IF. . . .On Day 2

- Team B is dismissed before its entitlement (i.e. 40th / 30th over of its innings) THEN Team A can complete its first innings OR
- if Team A had already been dismissed on Day 1, it can commence its 2nd innings.
- Team A is dismissed before its entitlement (i.e. 40th / 30th ver of its innings) THEN Team B can commence its 2nd innings.

NOTE: Matches finishing early

It is the preference of the Association that the full 80 overs (60 overs) are played. When overs remain after both teams have completed their first innings then it is highly recommended that a second innings is commenced.
By Law 4.16.9.3.1 requires the agreement of BOTH coaches to end the game early. The expectation is that agreement will only be reached when other factors are present, eg. deteriorating light, poor weather,etc.

Tea Break

Tea break will normally be taken after 20 overs (15 overs).
Coaches should agree to take an early tea break where suitable, eg. if Team A is dismissed in the 18th over, tea break might be taken immediately.

Declaration

A declaration by the batting team in the First Part of the Innings is a declaration of its whole innings and not just the First Part.

Second Innings

A team can face all remaining overs in the second innings in U14 and a maximum of 30 overs in U12.
The team that batted first in the first innings is also entitled to bat first in the second innings. The team that batted second can be asked to follow on if they trail by 80 runs or more. Coaches can agree for the team that batted second to instead bat first in the second innings. This will not be considered a forfeiture of innings by the other team.

Scorebook Notes

Coaches or scorers should note in the scorebook at the end of the First Part of the Innings:

- the two batters and the ends at which they stood, and
- the last bowler and the end he/she bowled from

Time Lost

If any play is lost on either day, the match can be extended up to 15 minutes on each day. Regardless of the time lost, each team will be entitled to bat for the overs as specified under "FORMAT" above. This may mean that the First Part of a team's innings is completed on Day 2 and one or both teams may be unable to receive their full allotment of overs in the amount of time available.
For a result to be achieved, the team batting last either must pass the other team's score or has a lower score and is all out.
Whenever time is lost there must be a minimum number of overs bowled in the amount of time available for play. This is calculated at 3.5 minutes per over.